

Goddard Slow-Pitch Softball Association Fall Ball RULES AND REGULATIONS

I. MODIFICATIONS TO ASA RULES

The standard summer GSPSA rules and policies apply except for the following:

- b. **Official Lineup:** A team may start a game with as few as eight (8) players, provided that all available eligible players [up to the maximum limit of eleven (11)] are used in the team's initial line-up. There will NOT be an automatic out charged for missing players from a standard line-up (10 or 11 players), except in the case where the line-up is reduced after the game has started. During the course of the game, a team may increase its lineup to a maximum of ten (10) players by adding late-arriving players to the end of the batting order. The line-up may not be reduced during the course of the game without incurring an automatic out in those places in the batting order where a player has been removed from the line-up and not replaced with a legal substitute. The mercy rule does not apply until the fifth inning.

- h. **Home Run Rule:** The GSPSA Leagues will limit the number of home runs hit over the fence on a league-by-league basis as described below.

For the Fall League, homeruns will be limited to 5 per team per game. During the game, if another player hits a ball over the fence after the limit is reached, it will be scored as an OUT. The limit of 5 does not include those home runs that were assisted (touched/helped by a player) over the fence. These hits are not considered home runs, but four-base awards and not counted toward the limit, nor scored as an out if the limit has already been reached.

II. PLAYING CONDITIONS

Starting Times: The first game of a double header shall start at 5:15PM if both teams have at least ten (10) players at that time. If either team has fewer than ten (10) players at 5:15PM, the starting time shall be delayed until no later than 5:25. In such a case, the game shall begin as soon as both teams have at least ten (10) players or at 5:25PM, whichever comes first. If either team has fewer than eight (8) players at 5:25PM, the game shall be forfeited to the team having at least eight (8) players. If both teams have fewer than eight (8) players at 5:25PM, BOTH teams shall be assessed a loss by forfeit. A first game which starts after 5:15PM shall be subject to the same finishing times as a game which started on time.

1. If there is no double header scheduled, the single game of the evening shall start at 5:15PM if possible, but it shall be delayed until no later than 5:35PM if either team has a shortage of players. Other than the additional ten (10) minutes of grace period, the starting requirements shall be the same as for the first game of a double header.
 2. The second game of a double header shall start at 6:25PM or as soon as thereafter as the team changing fields arrives at the field.
- b. **Time Limits:** The first game of a double header shall end no later than 6:25PM. No inning shall start after 6:20PM, and any inning starting after 6:15PM shall be played under standard one-pitch rules.

If the game ends at 6:25PM, before the completion of an inning, the inning will be made up at a later date if the outcome will change the playoff schedule.

The second game of double headers will go to a one-pitch when decided upon by both coaches. Any inning started after 7:20PM will go to one pitch (no waste foul).

XV. MEMBERSHIP POLICIES

All members that were eligible in the Summer Leagues are eligible to play in the Fall League. There are no Roster limitations for the number of Guest players. New players to GSPSA must be eligible according to the existing Membership Policies.